



# WORLD OF

A Tour of a Latinidad, Neotropical, Epic Fantasy, All-kinds-of-Punk RPG Setting

# MESTEZIA

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Mestezia is a world where high magic and steampunk technology flourish in a fantastical version of the New World. It's inspired by pre-Columbian civilizations and modern-day latinx cultures, remixed and decolonized.

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# Pillars of the Setting

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**Latinx.** Latin America a loosely related group of cultures rather than a monolith. It's Argentinian gauchos, Costa Rican environmentalists, Tejano singers, and Cuban doctors. It's mestizo Colombians with Muisca heritage, Afro-Dominicans with West African heritage, and immigrant Peruvians with Japanese heritage. It comes in every color, attitude, and belief. Mestezia captures some of that diversity by throwing out conventional Tolkienesque fantasy tropes like elves, wizards, and taverns and instead draws core elements from motifs shared among Latino communities as well as detailed regions inspired by different Latin American sources.

**High Fantasy Adventure.** The regions in Mestezia lend themselves to somewhat different playstyles. They range from Mesoamerican dystopian necropunk to epic Patagonian nature fantasy, from Amazonian gothic horror to Mojave low-rider/weird western. What ties them together is high magic, high adventure, and gonzo worldbuilding.

**New World Ecology.** The animals, plants, climate, and resources of Mestezia are rooted in the Americas. Containing a mix of current species, extinct megafauna, and new species inspired by indigenous and local folklore, Mestezia departs from established medievalist fantasy conventions. Horses don't exist, nor does wine, and most regions don't have cold winter/hot summer seasons. But jaguars, llamas, monkeys and hummingbirds exist, as does popcorn and chocolate and rainy/dry seasons.

**Spanglibberish.**

**New World Magitech.** Real new world cultures didn't develop along the same technological lines as old world ones. For example, they developed latex manufacturing thousands of years ago, but didn't really have iron working until after the Columbian exchange. They had road systems but not wagons or chariots; shields but not armor. Rather than impose a European model, Mestezia extrapolates from the technologies and materials the pre Columbian New World did have. So, steampunk in Mestezia means bronze hydraulics and goldwork spirit-interfaces rather than coal smog and ironworking. A swashbuckling hero may wield a sling-dart rather than a rapier. Sages may release magic by unknotting quipu rather than inscribing runes.

**Integrated Metaphysics.** In Mestezia, theology, philosophy, and science are the same discipline, and what we think of as magic is just a branch of engineering—a way affect the world by applying a deep understanding of the systems and energies that underlie it. The different regions of the world each have their own specialties in developing inventions and technologies, but there is no line separating “magic” and “mundane” or between “nature” and “civilization.” Seven gods use seven types of power to work in the world, and characters choose which powers to learn.

**Non-Colonial.** Although real Latinx culture is built on colonialism, Mestezia counters that mindset. For example, race doesn't determine a PC's mechanical restrictions or modifiers, people are simply people. Powerful people come in a variety of genders, sizes, colors, backgrounds, capabilities, and beliefs. At a fundamental level, the game is not built around attacking people to loot their stuff or replace the inhabitants. It also assumes that “monster” is a category based on actions, not ancestry, and that “good” and “evil” are not teams, but ethical positions that sometimes require hard thought and personal sacrifice. Above all, there are no exotic, foreign nations; all regions are civilized and important to the people within them.

Mestezia assumes that protecting the living world in which the characters live is a necessity. Capitalism, feudalism, and monarchy exist in some places, but they're neither universal nor the presumed ideal.



# The Seven Regions

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# Azcuche: The Unclaimed Land

In the east, the sand and grit of the desert floor is punctuated by the prickly shapes of cacti and agave, by tufts of tough xeric grasses, ocotillos, and creosote bush, and by the rough rocks and broad buttes hewn from whistling wind. Paloverde and mesquite trees bring welcome shade to gardens and watering holes. When the cool winter rains come, the creek beds can sweep away the unwary in flash floods. Later, the land is covered in brilliant wildflowers. But most days, the sun is scorchingly bright and the sky so clear and hard it looks like a ceiling of pure turquoise.

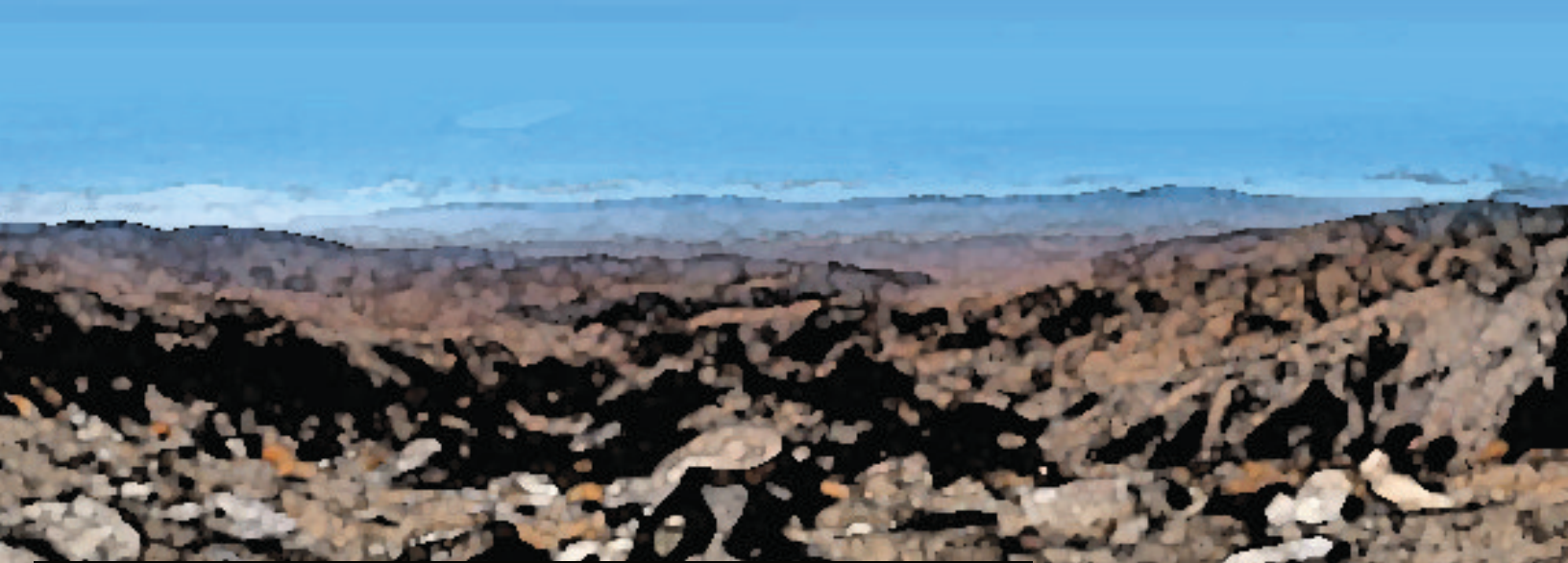
Far to the west, the land gently rises to meet the western range. Sagebrush and Joshua trees dot the hillsides, and rivers carve deep canyons through the uplands, exposing brilliantly colored layers of sandstone. Open woodlands of pinyon pines, junipers, and live oaks shelter below active volcanoes.

## Adventuring in Azcuche

Adventuring in Azcuche has an emphasis on gunslinging, vehicles, and non-dungeon dungeon crawling. There may be adventures where you...

- **Avenge a fallen conductor-priest** of the Train God, chasing through the desert the famous bandits who killed him.
- **Explore the haunted mines** that dot the Painted Canyons, negotiating with the mines' spirits for passage and treasure.
- **Raid a rival tribe's dinosaur herd** so cleverly that crows and nascarres spread stories of it for years to come.
- **Pull off a coach heist**, taking back what grifters stole from your pueblo.
- **Compete in a lucha** for the right to protect a territory from greedy settlers and twisted spirits alike.
- **Lead a caravan** of jury-rigged vehicles safely through the unclaimed lands to found a Nuvo Pueblo.

*A new take on weird western, inspired by the southwest US, northwest Mexico, Mad Max, T. Kingfisher's "Tomato Thief," and the ancient Nazca.*



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## Factions & Powers

**A**zcuche is a region poised on the cusp of change. Settlements are isolated pockets of order and peace, each maintaining their own ways. Aristocrats, merchants, land speculators, bankers, and train barons all maneuver to wield or conquer the unclaimed lands throughout Azcuche, while the traditional pueblo and nomad communities fight to keep their way of life or learn to adapt it to the changing circumstances. But the west is not tame, and the spirits of the west have their own plans.

### Vica Pueblos

A hundred traditional Azcuchen settlements are built into cliff-sides, dug in caverns, or standing unprotected in the unforgiving sun. The multi-story pueblo buildings are fashioned of adobe and rock and decorated with colorful tiles. The villages proper connect to miles of tunnels that connect their famed desert gardens with underground systems of aquifers and aqueducts.

Each community of several dozens to several thousand inhabitants is completely self-reliant. They maintain their own laws, protect themselves, and don't cede to any outside authority. Most settlements have long-standing relationships with local incarnations and primordials, their shamans dealing with everyone from the Pattern People to the Eyeless Ones. Visitors are generally welcomed to eat and dance, trade and gossip, and no one is denied water. But outsiders always remain exactly that, and they're encouraged to continue on their way once their business is done. The champions of the settlements, the luchadores, will fight to defend the pueblos if needed, and otherwise they compete with other luchadores for power, glory, or water rights while hiding their personal identities.

### Nescartes

The thing that ties together the fiercely independent Azcuchens are the Nezcarte Society of Windgliders and the geoglyphs they carved into the land. The 'glyphs power a steady air current for the Nezcartes to bring messages and goods between far flung communities. Common wisdom says they have other uses, that the Kachistes that taught them how to make and use the 'glyphs didn't teach them everything they can do. However, that doesn't stop the children of the Azcuchens from dreaming that they'll be chosen to apprentice into that rarest of groups and take to the skies. The society as a whole is pledged to neutrality, serving all communities equally and not interfering with local concerns. The threat of being cut off has been enough to keep them powerful for centuries, but the recent growth of the Trainists and, to a lesser extent, the low rider caravans, have worried the society leaders who see their monopoly on quick transport and communication eroding.

### Miners & Immigrants

Recently, precious metals were discovered in the scrubby Western foothills, causing a boom in immigration and upheaval for the independent Azcuchens. Miners are flooding the area from many nations, riddling the hillsides with tunnels in search of gold and gems. Following after them are a flood of other immigrants who see a chance to build their own empires in the unclaimed lands. The rich, the ambitious, and the desperate are setting up gold rush towns with a speed and density that the pueblanos fear cannot be sustained. Meanwhile the mishmash communities have become a haven for a new breed of desperado, criminals who search for violence, redemption, or vengeance as they travel among settlements.

### Nuvo Pueblo League

An outsider might confuse a Nuvo pueblo with a Vica one at first glance, but the ubiquitous techno constructs and adoption of immigrants reveal a deep ideological split. The core of the Nuvos are formed by a dozen pueblos that decided to embrace the changes that came to the unclaimed lands rather than maintain their traditional insularity. They banded together into a league for mutual protection and trade and have adopted immigrants, experimented with new inventions, and blended their customary ways with foreign traditions.

### Caravaners

The nomad caravans are historically formed of tribes and family groups who follow herds of sheep, bison, or (dinosaurs) on a semi-nomadic route. Although traditionally on foot or camels, most have started experimenting with recent technology, living and roaming in steam-powered vehicles that can race along the salt flats, burrow through the lava tubes, or slalom through the rugged canyons. Answering to no-one but each other, the lifestyle

### Trainists

### Kachistes

Kachistes is an umbrella term for the powerful ancestors, incarnations, and primordials that have held sway over Azcuche.

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## Fauna



# Callimba: Cities of Gold

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Callimba is a land where warriors go to battle with mummies on their backs and where techno-priests preside over golden clockwork sacrifices. Where artificers craft enhancing plugs to embed into your flesh. And where canny negotiators keep the balance of peace among the upright nations of the confederation.

## Adventuring in Callimba

- Quest for rare parts to rebuild a powerful automaton while avoiding spies from a fallen Tatitsunca nations
- Fight malevolent spirits threatening a sacred mountain lake while building them a reliquary dam to inhabit afterwards
- Uncover clandestine power struggles among the artificer-priests, and choose a side to support
- Explore ancient ruins in search of a lost schematic and fight the clockwork horrors that have taken up residence there

a new take on the aetherpunk genre, inspired by Colombian civilizations like the Muisca and the Tairona, the politics of Archaic-era Egypt, the flora and fauna of the tropical highlands and river valleys of the northern Andes, and the mad scientist overabundance of Girl Genius



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## Factions & Powers

Callimba is not large, and its people are more clever than martial. To survive as an independent confederation, they'll need to depend on the skills of their crafters, the courage of their merchants, and the guidance of their ancestors.

## Santandar

Each year on the summer solstice, the holy Santandar jumps into the sacred lake to sacrifice its exquisitely crafted body. The royal artificer-shamans feverishly chant its spirit into the new automaton waiting for him, and the gathered crowds hold their breath to see if it returns safely to lead them again. For the past 276 years, they've succeeded, and Callimba has grown powerful with Santandar's leadership.

## El Collegio del Artificacion

## Merchants

## The Four Districts

(Holy City, Salt Region, Gold Workers/mountaineers, Collegio, Weavers, River)

# Eztiali: Land of Blood

The secret heart of Tlatoani Eztiali, the Land of Blood, does not lie in its lush port cities with their rich merchants-spies, maneuvering priests, and seamy underbelly. Nor does it lie with the hundred thousand villages that pay tribute to its Flayed Ones. And it especially does not lie in the teeming rebel city holding off the wrath of the Eztiali by sheer grit.

No. The heart of the empire lies in ruins beneath the blasted desert. Amid scorching sky and barren land, lies an immense obsidian circle, fully 1000 ft thick at its center, a mute testament to the power that destroyed the last world, readying it for its current inhabitants.

Eztiali scholar-priests say that the seven Chained Gods lie deep beneath the obsidian circle, that they emanate the magic that all the Eztial use. Maybe it's true. It doesn't really matter to you though. No human can dig deep enough to find out. The best you can hope for is to scavenge at its edges, hoping to find a new fissure cradling an ancient artifact.

If you are that lucky, you'll also have to be clever, because Those of the Flayed Courts keep power to themselves. They're staving off the next apocalypse, and they need the sacrifices of the entire nation to do it. Or so they say.

## Adventuring in Eztiali

- Hunt for artifacts in the blasted desert and hide them long enough to learn their secrets.
- Evade a bounty hunt when you come to the notice of the Flayed Court.
- Spy on a Flayed Court for the rebels, growing a network of spies in an effort to free the oppressed
- Win a ballgame ritual that enacts the birth of the world. Or die trying.

## Factions & Powers

Flayed Courts

Lords, priests, and their chosen champions

Chain god cults

Rebels

(tlaxcala)

Obsidian Rats & Hackers

(scavengers and those who )

Merchant Spies

A new take on dystopian fantasy inspired by Mesoamerican folklore, cyberpunk sensibility, ancient Carthaginian politics, and vampire urban fantasy tropes



# Machapan: The Living Kingdom

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Amid lush, shadowed forests and emerald green meadows lies the Living Kingdom of Machapan. It's a nation that stands on three legs: the Machapan clans, the primal spirits of the land, and the Great Covenant that binds them together. Throughout the year, members of the clans sacrifice their blood, energy, and even their lives to honor and feed the living land. The land reciprocates by providing the clans powers and Power. It is a place where farmers grow the architecture, brujares use rats to clean the sewers, and shamans sing their people into battle. It's a place of untrammelled wilderness and cosmopolitan academies, of tree saints and animal sacrifice. Above all, it is a nation where the land itself is alive and nature is the preeminent force.

Isolated by geography, the clans ignored the rest of the world through most of their history, focusing on their local struggles and successes. Eventually world came calling. A neighboring empire, Tatintsuca, invaded. They brought with them modern technology, outclan immigrants, and international trade. Although Machapan has recently freed themselves from this foreign oppression, they are a nation struggling to define themselves. They want to be strong enough to fight off foreign encroachment and continue to benefit from the good that modernity brings, but they also want to maintain the way of life that defines them.

A new take on the epic fantasy genre, inspired by pre-Columbian Mapuche, ancient Celts, the struggle with post-colonialism, and solarpunk's ecological optimism and style

## Adventuring in Machapan

- Beat back the twisted magics of Despoilers by rallying your clan
- Influence the primal spirits, whether that's enticing a tree shrine to bestow a miracle or awakening an urban primordial
- Find a great beast to bond with, empower, or sacrifice if the balance of nature demands it.
- Engage in clan politics, whether that's leading or stopping raids, joining in the Great Covenant, or spying for your leige.
- Hunt the megafauna. Can you win your fortune from these massive beasts, or will you become the prey?

Daily Life

Factions & Powers

Clans

Firelanders

Singers

Temple

Royal Free Town

Holy Tree

Primal Spirits

# Nipacia: The Endless Isles

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Nipacia stretches from the frozen islands of the polar circle where lights dance in the sky to the balmy beaches near the equator where hurricanes sweep clean the land. Millennia ago, the Ancestors sailed through the thousand islands, shedding shedding island colonies and floating settlements in the Urnipaci migration.

Fiercely independent and brave enough to face the wild uncertainty of the seas, their descendants know one thing. The sea has secrets. Floating islands move about capriciously. Mysterious treasures hide deep in undersea canyons. Children are born hearing the voices of the sea or storm or volcano.

Now their descendants have harnessed the ability to explore under the waves and begun to understand the world that calls to them. A new adventure awaits.



A new take on the high seas genre inspired by the historical Taino and Polynesian cultures, swashbuckling pirate stories, 20,000 Leagues under the Sea, and the ecology of the Caribbean

## Adventuring in Nipacia

- Race your ship along the Great Circuit, rediscovering lost colonies as you traverse the vast Nipacian archipelago
- Grow a trade network, gathering a fleet of ships under your banner and undercutting rivals for the choicest contracts
- Free dive for mystic pearls, sneaking past their aquatic guardians and exploring a hidden underwater world
- Run blockades to smuggle in luxury goods or guerilla weapons for fun, freedom, or profit

Factions & Powers



# Orinjcolo:

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The lifeblood of the Orinjcolo region is the mighty river itself. Broad and deep, the river is lined with impenetrable jungle and punctuated by polyglot trading towns. The towns teem with immigrants of every nation. Sprawling and chaotic, they're filled with escaped slaves, zealous missionaries, canny traders, swamp rats, mystic hermits, shady criminals, curious scholars, and desperate refugees. The native Orincolans have welcomed them and taught them to prosper on the river banks. But only on the banks.

Just past the riverine overgrowth lies another land that few outsiders visit. There, the trees grow thick and tall as small mountains, and the jungle thins out in the permanent twilight of the forest floor. Hundreds of feet up, sure-footed climbers live in the sunlit, tree top world and sleep in green canopy-cities. Deep below, their neighbors dig labyrinth homes deep into the terra preta, the black soil.

But now something new is happening in the rainforest. A bone-white plague untethers everything it coats from their connection to the natural world. Locals complain of nightmares they can't quite remember or explain. Trusted spirits are changing subtly in ways that worry the chamánes who work with them.

## Adventuring in Orinjcolo

- Protect a refugee family from the agents that chase them, and solve the mystery of why they're being hunted.
- Find the crew of the river boat that arrived into port untouched and empty except for a parrot who keeps saying "help me."
- Gain renown as a monster hunter, fighting, pacifying, or exorcising everything from aberrations driven mad by torturous experiments to outsider spirits trapped on the wrong plane.
- Race against time to contain a bone plague outbreak spreading through the mad dreams of infected primordials

Factions & Powers

Canopy Road

Black Soil Warrens

Bank towns

River boaters

Temple Missionaries

(Mafia)



A new take on gothic horror, inspired by the Amazon and Mississippi rivers, Cajun culture, and the Edge series by Ilona Andrews

# Tatisunca: Tatters of the Empire

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**T**he empire has fallen. Blessed by the Sun Goddess, Tatitsunca grew for hundreds of years, enfolding neighboring states like an endless flow of lava. But when the last great emperor of the Tatitsunca died on the same day as her heir, the empire split into warring factions, each backing a different candidate. The temple of the Sun Goddess itself split as reformers fought against traditionalists and priests fought shamans for power. The newer districts rebelled, declaring themselves autonomous states, murdering their governors and leaving a splintered empire.

Less than a generation has passed. You live in the still-bleeding remnants of a shattered land. From the steamy heights of the Cloud Peoples' fortresses to the paranoid necromancers of the Dog Eater lands, each fiefdom remembers the glory and power of Tatitsunca. They hunger for its return, dreaming of conquering their neighbors and rising to power. Or they fear its return, planning for attacks and sieges with pragmatic fatalism. You walk in a land of shifting alliances, desperate courage, despicable betrayal, and perpetual war.



A new take on the military fantasy genre, inspired by the Inca Empire, the Mongolian Empire, and Roman military history

## Adventuring in Tatitsunca

- Lead squads of minions through a guerilla campaigns, picking apart a larger army while you turn the populace against them
- Compete in a tourney to show your military prowess, recruit new followers, and establish alliances
- Stop a new cult from sacrificing a town to reincarnate the spirit of the old emperor.
- Gather a following, choose a location, and establish your own stronghold, defending it against besieging armies and internecine plotting alike.

Factions & Powers

New Tatitsca

Temple of the Sun Goddess

Cloud People

Dog Eaters

Callibs

Anarchists



# Physics & Metaphysics

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## Seven Gods

**T**here are seven Gods. On this, everyone agrees. However, each of the peoples in Mestezia have their own stories about the Gods, their own cosmogony and theology. How can anyone decide who is right? Perhaps the Gods are mildly amused at humans' inability to comprehend their true nature. Perhaps They are offended at the lies and distortions. No one knows for sure, for They keep Their own counsel.

**The Earth Ancestor** is associated with the past, spirits, time, darkness, memory, rocks, minerals, and the earth. She is the source of Spiritual powers and a patron of miners, potters, sculptors, spiritualists, priests, teachers, smiths, and scribes.

**The Rain Father** is associated with battle, justice, truth, authority, law, rain, fresh water, planning, weather, and administration. He is the source of Temporal powers and is a patron of leaders, strategists, soldiers, judges, accountants, and guards.

**The Corn Mother** is associated with plants, medicine, agriculture, domestication, civilization, cooperation, disease, warmth, food, and nurturing. She is the source of Natural powers, the patron of farmers, loggers, weavers, healers, traders, healers, and herbalists.

**The Jaguar Man** is associated with blood, competition, animals, predation, the senses, the body, passion, sacrifice, and the wilderness. He is the source of Primal powers, and patron of hunters, athletes, shapeshifters, ranchers, riders, and beastmasters.

**The Sky Woman** is typically associated with wind, air, the sun, breathing, sound, music, flight, birds, creativity, performance, luck, and inspiration. She is the source of Gifted powers, a patron of flyers, musicians, singers, actors, poets, dancers, and gamblers.

**The Moon Child** is associated with disasters, criminality, demons, death, balance, the moon, the seas, the tides, the present, and humor. It is the source of Occult powers and is a patron of exorcists, witches, spies, orphans, revolutionaries, thieves, sailors, and pirates.

**The Star People** are associated with the future, invention, exploration, conflict, and the cosmos. They are the source of Techno powers, patrons of

astrologers, pilots, seers, gunslingers, gadgeteers, engineers, alchemists, and prophets.

## Cosmology

Each of the peoples in Mestezia has their own story of how the world came to be and what Gods really are. Perhaps the Gods know which story is true, but They aren't talking. What everyone agrees on is that this is not the first world to have existed, this is at least the second. This world began from the destruction of the last world. A cataclysm of fire exploded in Eziali, destroying the previous people changing the land forever. The gods created new people to populate the scarred earth and keep it

This is the 4th world? (ancestor, mother, father)

Nothing is known about the previous world except (who was in charge, how they messed up, how the world ended)

Now the Rain Father is the king of the pantheon? Or maybe the sky woman?

End of last world: Star people sent giant meteor that crashed into earth, creating the great obsidian circle at the heart of the blasted desert. Fire rained from the sky and the earth turned as dark and cold as the emptiness between stars. All life was destroyed. They made peace with the invasion of the star people and invited them to live in the heavens if they'd stop destroying the earth. They agreed, and all the gods together worked to bring life back to earth. They created the first people, primordials, to put everything to rights again, and then they created the human people to live on the earth and help them.

# Seven Powers

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There are seven sources of power. Removed from the material plane, the Gods still find ways to leak their power and wisdom to those who will accept.

## Gifted

Gifted Abilities are granted without cost. They manifest as supernatural talent, extraordinary luck, and perfect inspiration. Gifted characters may affect people's behavior through an inspiring speech, may reach the spirit world through a ritual dance, or may benefit from impossible coincidences and inexplicable intuition.

The Sky Woman prefers to use Gifted power as her method of acting in the world, choosing people to bestow her gifts upon. Abilities that use gifted powers tend to depend on Art, do mental damage (fear, quietus, madness, ecstasy), or directly affect die rolls or the resource economy.

## Intrinsic

(Jaguar Man) you hone your body to do it

## Natural

Natural Abilities derive their strength from the properties and complexities of living systems, of plants and animals and the habitats in which they live. It manifests through the ability to either take on or use these properties, and to understand the natural world. Natural characters may befriend coyotes who warn them of danger, may exude poisons learned from dart frogs, or may drink a coca leaf tea to gain greater endurance.

The Corn Mother prefers to work through natural power, connecting those who are in tune with nature to act through it or adopt how its characteristics. Abilities that use natural power tend to depend on Nature, do physical or toxin damage and have abilities that use plants and animals either directly or through potions, and they often transmute the body or the environment.

## Occult

Occult Power derives its strength from beings and energies outside our world. It requires esoteric knowledge and a tolerance for the strange, foreign, and inexplicable. It manifests as the ability to pierce the veils between worlds, to bargain with foreign entities, or use the power from other worlds. Occult characters may summon a daemon to do their bidding,

(Moon Child) Occult characters may make deals with outsiders, use obscure knowledge lost through the ages, or

## Primal Power

Blood and life are sacred and powerful. Thus, their sacrifice provides potent energy to fuel (Earth Ancestor)

## Sovereign power

You use your personal charisma and institutional power to get a thing done Rain Father

## Techno

Mechanical Abilities derive their strength from the energy, mechanics and dynamics of material systems. It manifests as an ability to create and use machines, whether simple ones like wedges or complex ones like automatons. Mechanical characters may create an automaton to ward their campsites, build a timed-triggered spike bomb to attack their enemies, or embed a levitation device into a skin plug to achieve flight.

The Star People prefer to use Mechanical power as their way to act in the world, enabling those with mechanical abilities to perform supernatural feats of engineering. Abilities that use mechanical power tend to depend on Engineering, do physical or elemental damage, and have abilities that create an object to apply an effect.



# The Bestiary

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